Google mesh window gui vertices   Search   Advanced Search

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Chapter 26. Python Scripting
Blender has a Text **Window** among its **windows** types accessible via the button of .... The
code responsible for drawing the **GUI** should reside in a draw function .... The **mesh** object
is constituted of a list of **vertices** and a list of faces, **...**
www.selectparks.net/~julian/share/blender/...guide/.../ch26.html - Cached

The Primstar **GUI** – Bake **mesh** (unofficial) « machinimatrix
Oct 30, 2009 **...** All screenshots have been made with blender 2.49a and primstar 0.9.23 on
Windows XP. **... GUI** – Bake **mesh**. The following Popup Menu appears when you select **...**
perfectly together on the level of **vertices** (all parts align! **...**
blog.machinimatrix.org/2009/10/30/primstar-bake-mesh/ - Cached

Doc:Manual/Extensions/Python/Example - BlenderWiki
Sep 28, 2009 **...** The code responsible for drawing the **GUI** should reside in a draw
function **....** The **mesh** object is constituted of a list of **vertices** and a list of **...** it into a
Blender text **window**, as you learned in the previous page, **...**
wiki.blender.org/index.php/Doc:Manual/.../Example - Cached - Similar

Blender 3D: Noob to Pro/Advanced Tutorials/Advanced Animation ...
Jump to What Are Vertex Groups?: **Vertex** groups are specific to the **Mesh** object and can
be **...** Let's take a peek at the **GUI** of **vertex** groups in the **...**
en.wikibooks.org/wiki/Blender.../Guided.../Mesh/vg - Cached - Similar

QMG project: **mesh** generators available
Suppose **mesh** has n1 **vertices** and mesh2 has n2 **vertices. ....** The cancel button is polled
only when the **GUI** screen is updated, **...** menu item has been selected from the "Options"
menu in the menubar over the Matlab command **window. ...**
www.cs.cornell.edu/home/vavasis/qmg1.1/meshgen.html - Cached - Similar

Download script - ApexBow Studios
... in the text **window**) # (3) Move **vertices** around to make a better deformed shape,
making sure that you # don't close the **GUI** (if you do, the original **mesh ...**
www.apexbow.com/download.php?f=psdHandling.py - Cached

Selected **Vertices**/EditMode - Blender Artists Forums
Window.EditMode(0) for v in obj.getData(**mesh**=1).verts: v.sel=0 if is_editmode:
Blender.**Window**.EditMode(1) Blender.Redraw() Register(**gui**, event, button_event **...**
blenderartists.org/forum/showthread.php?p=1546336 - Cached

TetView: Tutorial
The graphic user interface (**GUI**) is a **window** where user can see and manipulate **....** to
show or hide specified **mesh** items, i.e., edges, **vertices**, faces, etc. **...**
tetgen.berlios.de/tetview.tutorial.html - Cached - Similar

COMSOL : Discussion Forum : About Edge **Vertex** Distribution in Map **Mesh**
5 posts - 2 authors - Last post: Jan 6
Re: About Edge **Vertex** Distribution in Map **Mesh**. Hi If you are in the **GUI** you can select
"Mapped **Mesh** Parameters - Boundary - Constrained **...**
www.comsol.com/community/forums/general/thread/2375/ - Cached

WPF 3D Primer - CodeProject

Jan 31, 2008 **...** Exploring **Windows** Presentation Foundation 3D capabilities and building a **...** In the last couple of days, I had to evaluate the possibility to build a **GUI** displaying a solid **....** A **mesh** is a 3D object built using only triangles. Each triangle has obviously three 3D **vertices**, combined together to form **...**

www.codeproject.com › ... › General - Cached - Similar

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UNITY: What's New in Unity 2.5
Unity 2.5 adds full support for **Windows** Vista and XP, with 100% feature parity and **...** Make
default setting for "Recalculate Normals" be off in **mesh** importer. **...** **GUI**.DrawTexture fixes:
can handle non power of two render **textures**; **...** Reported VRAM **size** should be more
robust now on OS X (previously was reporting **...**
unity3d.com/unity/whats-new/unity-2.5 - Cached - Similar

Extending the Ogre **GUI** demo to reload **textures** on the fly - Ogre Wiki
Oct 15, 2008 **...** This example snippet adds a reload button to the Ogre **GUI** demo. **....**
Entity* ogreHead = mSceneMgr->createEntity("Head", "ogrehead.**mesh**"); SceneNode*
headNode **...** 0.0f), CEGUI::**Size**(rttTexture->getWidth(), rttTexture->getHeight()), **....**
getWindow("Demo8"); setupEnterExitEvents(root); } CEGUI::**Window*** **...**
www.ogre3d.org/.../Extending_the_Ogre_GUI_demo_to_reload_textures_on_the_fly -
Cached - Similar

Blender (software) - Wikipedia, the free encyclopedia
Blender has a relatively small installation **size** and runs on several popular **...** Each
window-type's own **GUI** elements can be controlled with the same tools that **...** there may
be, for example, multiple Objects that refer to the same **Mesh**, **...** allowing separate render
passes and "render to **texture**"; node-based **...**
en.wikipedia.org/wiki/Blender_(software) - 10 hours ago - Cached - Similar

Unreal Technology
For every major character and static **mesh** asset, we build two versions of the **...** Next-
generation consoles may require reducing **texture** resolution by 2X, **...**
www.unrealtechnology.com/technology.php - Cached - Similar

Irrlicht Engine - A free open source 3d engine
This tutorial shows how to render to a **texture** using Irrlicht. **...** Now, we load an animated
mesh to be displayed. As in most examples, **...** and specify the **size** of the **texture**. Please
don't use sizes bigger than the frame buffer for **...** **gui**::IGUIStaticText* text = env-
>addStaticText(L"Your hardware or this renderer **...**
irrlicht.sourceforge.net/tut013.html - Cached

Editing Mode - Line Editing Mode
In this mode the **GUI** is used to edit the stylization and behavior of the **...** Select an alpha
texture. The **texture** can be applied as a 1D or 2D **texture**. **...** If checked, the onscreen
mesh size doesn't influence parameterization (i.e. sigma **...** Apply the current stroke
parameters (as seen in the Preview **window**) to the **...**
jot.cs.princeton.edu/manual/html/x875.html - Cached

Free strainer **mesh size** Download
Free strainer **mesh size** software for **windows** **.....** Triangular meshes can be displayed
texture mapped (optional with **...** **Mesh** Viewer requires an OpenGL library and a **GUI**
library for displaying and interacting with the OpenGL module. **...**
wareseeker.com › Free Download Search - Cached - Similar

SfR Fresh: [mysql-**gui**-tools-5.0r14.tar.gz] Member HISTORY.txt **...**
Mesh now uses a list for glCombine points. - Delete the display lists. **...** New MSVC projects
updated to v1.3 - Removed a lot of unnecessary **Windows** stuff from ftgl.h - Added

functions to **...** Added padding to **texture size** calculations. **...**
www.sfr-fresh.com/unix/misc/...gui-tools...gui.../HISTORY.txt - Cached

texture viewer [Page 1] - Free Software Downloads

Size: 2 MB Rate: 0 56, 0. Freeware. **Mesh** Viewer 0.3 **...** for most common image/**texture**
types (DDS, JPG, TGA, BMP) Using DXUT for **GUI** and Settings. **...** text 9s agowhois
component 20s ago**windows** ethernet driver 15s agoxslt manager 3s **...**
software.filestube.com/t/texture+viewer - Cached

POV-Ray: News

PovEdge, a new tool for rendering the edges of POV-Ray **mesh** objects (allowing for the
creation of **...** Tkxture allows for the rapid creation of POV-Ray **textures**, **.....** dispersion and
radiosity, the ability to specify render block **size**, and improved **.....** The **GUI** also works with
Windows and Mac but not the raytraces. **...**
www.povray.org/news/index.php - Cached - Similar

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